

SUPER BOULDERDASH™

The Manual

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Armchair Spelunking

Welcome to the world of falling boulders, glittering diamonds, exploding fireflies and butterflies, and expanding amoebas. You, as your alter-ego Rockford, have to dig tunnels as you collect diamonds and avoid the falling boulders and persistent fireflies, who are doing their best to ruin your day. **Super BoulderDash** gives you two complete games in one — the original Boulder Dash with its 16 different caves (each with five levels of difficulty) and the all new Boulder Dash II, with 16 new caves.

Game Objective

The objective of Boulder Dash is to search each cave, collecting as many diamonds as you can in each one. In particular, you need to collect the indicated number of diamonds (the number to the **left** of the diamond icon at the top of the screen) before your time runs out. As soon as you do this the tunnels you have dug flash brightly, to let you know that the door to the mysterious escape tunnel is open, and that you can now gain access the next cave.

The number to the **right** of the diamond icon indicates the number of points you get for each diamond you collect. Once you have collected the designated number of diamonds, that number is increased. This means that if you keep collecting diamonds after the escape tunnel appears, you receive extra points. However, because you also receive bonus points equal to the number of seconds remaining on your clock, it may be to your advantage to make for the escape tunnel rather than collecting more diamonds. In any event, your clock keeps ticking, and your primary object is to advance to the next level before you run out of time.

As you proceed in your quest, you can traverse existing tunnels or dig your own. But beware of falling boulders or diamonds! They can crush an unsuspecting Rockford before he has a chance to flee.

Boulder Dash will keep you on your toes. Not only do you have to deal with falling boulders, but you also have to block growing amoebas, transform butterflies, outmaneuver fireflies, and overcome other obstacles. See **Game Elements** below for more information on each of these.

Chances

You start off with three chances (or Rockfords, see **Game Elements**, below). You receive a bonus Rockford after every 500 points. Whenever you receive a bonus, the tunnels you have created will "shimmer". You can also earn a bonus each time you complete a **Playable Intermission** (see below).

Caves and Levels

The 16 caves in each game are numbered A through P. Each cave has 5 Difficulty Levels. You can select your starting cave by moving the joystick left or right, and the difficulty level by moving the joystick up or down when you are in the menu screen. (The greater the Difficulty Level the less time you have and the more diamonds you have to collect). At Difficulty Levels 1-3 you can choose to start at Cave A, E, I or M, while at Difficulty Levels 4 and 5, you must start with Cave A. After making a selection, press the joystick button to start the game. See Strategy Tips/Hints for helpful advice on getting through each cave.

Scoring

The current point value per diamond is shown on the top left of the play screen, immediately to the right of the diamond icon. The number of points per diamond changes, depending on the cave, Difficulty Level, and bonus status. In particular, you receive bonus points for each diamond you collect after you have collected the required number. And after every 500 points the tunnels sparkle for a moment as you are awarded another Rockford. You also score 1 bonus point for each second of time remaining when you exit the cave.

During play the scoring bar located on top of the screen tells you the current status of play for the particular cave and level of difficulty selection as follows:

Required
Number of
Diamonds



Point
Value

Number of
Diamonds
Collected

Time

Total
Points

Playable Intermissions: You can play four short interactive puzzles after completing Caves D, H, L, and P. There is no penalty for not playing or losing the intermissions. If you complete a Playable Intermission successfully, you receive a bonus Rockford.



Game Elements

Rockford

This adventurous fellow is the hero of the game. Rockford has the power to dig through the earth as he collects the diamonds he finds along the way. He can push single boulders horizontally if there is nothing to block their path. Rockford can stand directly under a boulder without being crushed, but if a boulder or diamond falls on him, you can kiss him goodbye. At the start of the game you have three Rockfords, that is, three chances to collect the required number of diamonds and proceed to the next cave. If you lose all your Rockfords, you have to start again from the beginning.

Boulders

The rocks are subject to the law of gravity. They fall straight down if unsupported, and they topple off underlying objects if there is nothing to block their way. Experimentation is the best way to learn the "physics" of Boulder Dash.

Diamonds

You have to collect the required number of gleaming diamonds in order to exit one cave and advance to the next. You can create additional diamonds several different ways. For example, transforming butterflies, suffocating amoebas, or dropping boulders through an Enchanted Wall will all create additional diamonds. When you have collected the required number of diamonds a flash lets you know that the escape door is now operational. The escape door pulsates when in that state, so you can find it more easily.

Fireflies

Beware the deadly fireflies; they will explode on contact with Rockford. (Helpful hint...their behavior is predictable, since they only move along the edges of the exposed areas). Try turning the tables by dropping boulders on them, which causes them to blow up. (This comes in handy when you need to demolish a wall to gain access to some diamonds).

Butterflies

The colorful butterflies behave much like fireflies, except that they fly in the opposite direction of the fireflies and they turn into diamonds when they explode. They will explode on contact with Rockford, so approach them with caution.



Amoeba

The amoeba is a green blob that bubbles and grows through earth and air. Rockford can touch it without harm, although fireflies and butterflies explode when they come into contact with it. When Rockford surrounds the amoeba with rocks, it runs out of growing space, suffocates and turns into diamonds. However, if the amoeba grows too large (about 200 squares) it turns into boulders. And if your Rockford should get trapped in an amoeba, he will not live to see another cave.

Enchanted Wall

The Enchanted Wall looks like any other wall, except that when it is hit by a falling boulder it "vibrates" for a short time. During this period, any boulders that drop through it are magically transformed into diamonds, but only if there is empty space below the wall. It will also turn diamonds into boulders if they drop through it. Once the enchantment phase is complete, it cannot be reactivated in the same round.

Titanium Wall

The exterior wall is an indestructible boundary to play action. Rockford can exit to the next cave only through the escape door.

Escape Door

Initially the Escape Door looks like a portion of the Titanium Wall. After Rockford has collected the required number of diamonds, it is activated and begins to flash. At this point you can exit, provided you do so before time runs out.

Time

Each cave is timed. The time counter flashes and a tone sounds to warn you when you have 10 seconds left to play.



Strategy Tips/Hints

(Something tells me we should have sold these separately)

Rockford

Rockford can affect an object that is next to him without moving into it. Keep the joystick button depressed and move the joystick in the direction of the object or earth you wish to affect. Rockford will not move, but the object will react.

Boulders

You may sometimes find yourself digging or moving downwards only to realize that a boulder has been toppled by your movement and is about to land on you. The only way to avoid losing your Rockford in these situations is to move quickly to the right or left, out of the boulder's way. Rockford runs as fast as a boulder falls, so it will never catch up to him, unless you hesitate or stop.

Exit

As soon as you have collected the required amount of diamonds for the particular cave, the Exit is revealed. At this time you can decide whether to go for bonus diamonds (at a higher value) or to exit for the time bonus points (one point for each second remaining). Make sure you know the location of the escape door so you can reach it before time runs out.

The Caves

(Note: You may want to try it on your own before consulting these hints)

Boulder Dash

A* Intro. Pick up diamonds and exit before time is up.

B Rooms. Pick up diamonds, but this time you have to move boulders to get all the diamonds.

C Maze. Pick up diamonds. You must get every diamond to exit.

D Butterflies. In this cave you have to create diamonds. Do so by dropping boulders on butterflies. Sounds awful, but it works.

E* Guards. The diamonds are there for the grabbing, but they are guarded by the deadly fireflies.

F Firefly Dens. Each firefly is guarding a diamond.

G Amoeba. Surround the amoeba with boulders to limit its growth. This will cause it to suffocate (look, it's only an amoeba), and turn into a new diamond. Pick up the diamonds as before.



H Enchanted Wall. Activate the Enchanted Wall by dropping a boulder on it. Create new diamonds by dropping boulders through the Wall and the ground beneath it (see **Game Elements** for more details).

I* Greed. You have to get a lot of diamonds here. It's a good thing there are so many.

J Tracks. Get the diamonds, and avoid the fireflies.

K Crowd. You have to move a lot of boulders around in some tight spaces.

L Walls. You have to blast through walls to get at some of the diamonds. Try dropping a boulder on a firefly at the right time and place.

M* Apocalypse. Bring the butterflies and amoeba together and watch the diamonds fly.

N Zigzag. Magically transform the butterflies into diamonds, but don't waste any boulders and watch out for the fireflies.

O Funnel. There is an Enchanted Wall at the bottom of the rock funnel.

P Enchanted Boxes. The top of each square room is an Enchanted Wall, but you'll have to blast your way inside.

Boulder Dash II

A* Intro. Get past the firefly dens, and blow your way into the chamber containing the Enchanted Wall. (Hint: Watch the Demo)

B Silos. The silo areas contain amoebas which need to be blocked off. Use the rocks at the top and the two at either end to do so. Wait for the amoeba to suffocate and turn into diamonds, then release the rocks that plug the bottom of the silos.

C Spiral. This is a relatively straightforward contest, at least at the lower levels. Rockford has to pick up almost all the diamonds to exit. At higher levels he has to use coordination and strategy to avoid the fireflies.

D Breakthrough. Clear the area between the amoeba and the fireflies, then release the squadrons of fireflies. Try releasing the middle squadron, which flies up and around to the amoeba. If the amoeba is insufficiently breached, release the top squadron. In any event, make sure the amoeba is breached sufficiently so you can go in, get all the diamonds and get out. If a looping firefly is blocking the way out, wait for the amoeba to destroy it.



E* Shower. This is a matter of dexterity and learning the pattern of movement, because the shower of diamonds and rocks is ultimately predictable. An Enchanted Wall below the slime takes care of objects that are out of play.

F Gauntlet. In the first phase you have to avoid the fireflies, mainly a matter of learning the rhythm. Try moving Rockford just after a firefly has moved below him, and pause him to the left of each "platform". In the second phase, try to get all the diamonds, starting with the ones in the lower half. It is possible to get all the diamonds.

G Jail. Because the Exit is surrounded by walls, you have to blast through them, starting with the rightmost wall, by dropping conveniently placed rocks on fireflies.

H Ring around the Rosy. The trick is to make the fireflies circle around a much smaller lump of earth so that they bump each other out of the loop. They can then be led to the amoeba, like lambs to the slaughter. Try moving Rockford right 3, then down 6, then right again, so as to cut the "island" down to an L-shape. Because the fireflies take a while to follow, use the time to cut out several columns under the amoeba, which the arriving fireflies will use from right to left as the columns get clogged with diamonds.

I* Fast Tracks. The trick here is to move around the islands counterclockwise, as do the fireflies. It is best to switch to a new island just after a firefly has passed, so that you are chasing it and not vice versa. The firefly on the center vertical island is a bit of a spoiler — try killing it with the second diamond from the bottom.

J Mixed Doubles. A special trick works best here, and is a necessity at higher levels. First, move left two rows below a rock pair, and then right one row below the same pair. The rocks will drop, but only the butterfly will come out while the firefly will continue looping. Moving down and then up under one of the fallen rocks, wait until the butterfly follows and then drop a rock. At higher levels, to ensure that the butterflies follow, go left and follow the outside border counterclockwise, then work on the lower right pair first.

K Snake. Because you fill up the path you create, you have to collect all the diamonds without recrossing your path.



L Gridlock. Try to get to the bottom, and clear out as much earth from the bottom up until it is unlikely that you will get trapped in a room.

M* Combination. The Exit is at the mid lower left of the cave. You need to get only one diamond to get it flashing. Knock out earth on the bottom two rows so that the diamonds line up horizontally. Work your way to the right of the screen in this manner, and then run all the way back along a solid wall of diamonds. On some levels you may need two partial rows of diamonds joined by a column.

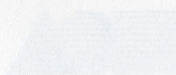
N Tree. There are three rows of seven diamonds. The top row is the most difficult. Stand below a diamond until firefly traffic is sparse. Grab the diamond (by using the button) and then run under a rock, which will seal off your passage from the fireflies. In this way you can keep the situation under control, because you are never directly in the path of a firefly.

O Cocoons. This is really four puzzles in one, and they can be attacked separately. For the first one, push the rock to the place where the butterfly makes the vertical leg of its cycle, and then drop the rock on it. For the second, bore a hole in the earth at the bottom of the cell and then stand under the rock. As the butterfly moves into the hole, release the rock. The trick here is to keep the butterfly on a vertical path long enough to make the timing of the dropping rock less crucial.

For the third puzzle, drop the lower rock onto the wall. When you release the butterfly this rock will be enough to lead the butterfly to a place under the upper rock, which you can then use to bomb it. For the fourth puzzle, move counterclockwise under the cage, release the butterfly, and drop the rock on him as he comes up the left hand side of the resulting island. Or, for additional control, drop the rock on a ledge you create beside the double enchanted wall, and then wait for the butterfly to come around.

P Spelunking. The Exit is in the center of the cave. The general strategy is to go down the sides to the bottom, and then to undermine as much as possible under the exit, until finally enough rubble comes down to allow you to get back to the top and out.

***Selectable**



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L - Gridlock. Try to get to the bottom, and clear out as many rocks from the bottom up until it is unlikely that you will get trapped in a room.

M - Combination. The Exit is at the mid lower left of the cave. You need to get only one diamond to get it flashing. Knock out paths on the bottom two rows so that the Diamonds line up horizontally. Work your way to the right of the screen in this manner, and then spend the way back along a solid wall of diamonds. On some levels you may need two parallel rows of diamonds joined by a column.

N - Tree. There are three rows of seven diamonds. The top row is the most difficult. Stand below a diamond until firefly traffic is sparse. Grab the diamond (by using the button) and then run under a rock, which will seal off your passage from the fireflies. In this way you can keep the situation under control, because you are never directly in the path of a firefly.

O - Cocoon. This is really four puzzles in one, and they can be attacked separately. For the first one, push the rock to the place where the butterfly makes the vertical run at the center, and then drop the rock on it. For the second, dig a hole in the earth at the bottom of the cell and then stand under the rock. As the butterfly moves into the hole, release the rock. The rock then is to hit the butterfly in a position such that it will be forced to move the heavy rock into the empty rock hole.

For the third puzzle, drop the rock on the wall. When you release the butterfly the rock will be enough to hit the butterfly. If it does not, or if it is not in the right place, you can then use the bomb. For the fourth puzzle, stand under the rock, and when the butterfly appears, release the butterfly, and drop the rock on him as he comes up from the hole. If it is necessary, stand. Or, for additional control, drop the rock on a ledge you can stand behind the double reinforced wall, and then wait for the butterfly to come around.

P - Spider Web. The Exit is in the center of the cave. The general strategy is to go down the sides to the bottom, and then to undermine as much as possible under the exit, until finally enough rubble comes down to allow you to get back to the top and out.

*Selectable.



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